PlayStation

NTSC U/C

PlayStation

BREATH OF FIRE™ IV

TEEN

CONTENT RATED BY ESRB

SLUS-01324

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting BREATH OF FIRE IV for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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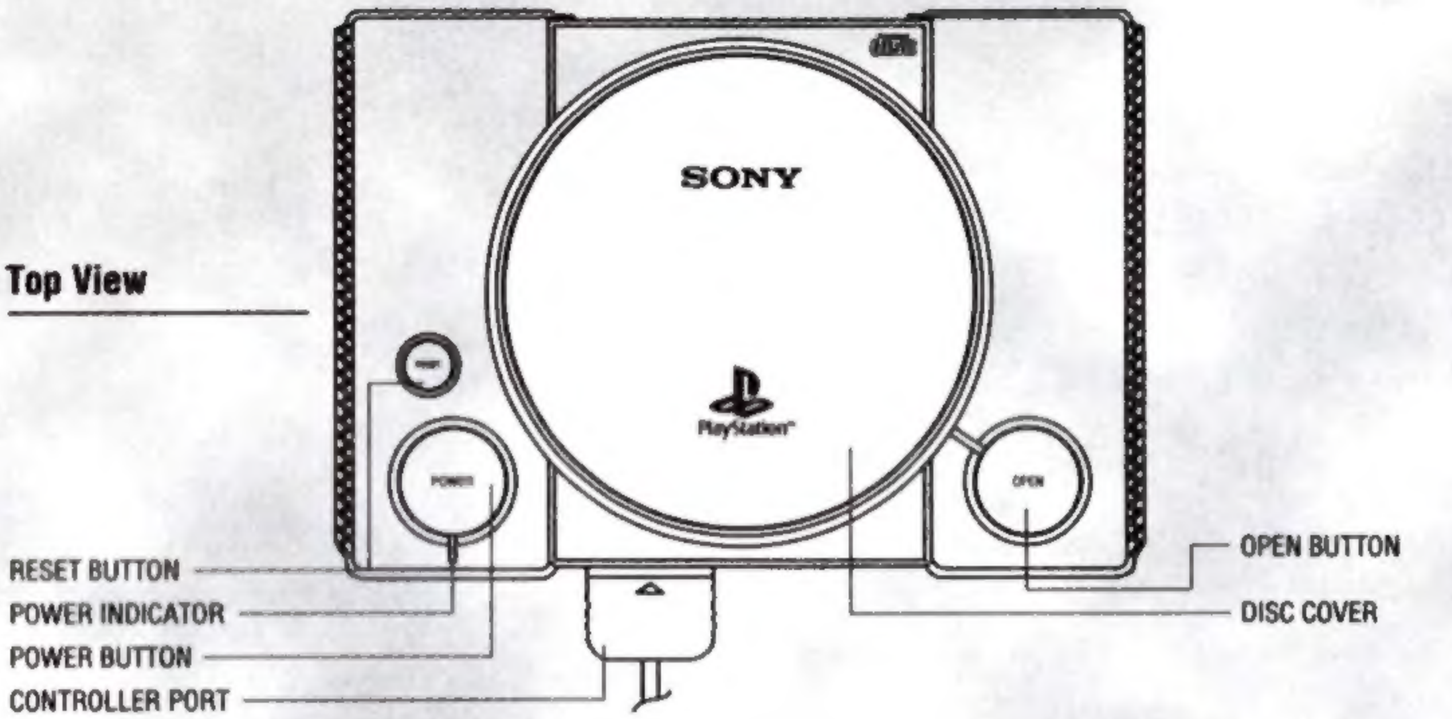
CONTENTS

Setting Up 2
Controls 3
The Princess Vanishes! 4
Characters 5
Starting a Game 7
Maps 8
The Sub Screen 9
Sub Screen Commands 10
Saving Games 11
Camp Screen 12
Battle Screen 12
Magic and Skills 15
Dragon Transformation 16
Masters 17
Fishing 18
Fairy Colony 19
Magic Spells 20
Adventurer's Notebook 23
Capcom Edge 24

SETTING UP



PLAYSTATION GAME CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the **BREATH OF FIRE™ IV** disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console **BEFORE** starting play. (If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.)

See page 11 for more information on saving game data.

CONTROLS

L2 BUTTON
- Change character order

L1 BUTTON
- Change view

DIRECTIONAL BUTTON
- Move character
- Move cursor (on menus)

LEFT ANALOG STICK
- Move character
- Move cursor (on menus)

SELECT BUTTON
- Open Help Screen (during battle)

R2 BUTTON
- Change character order

R1 BUTTON
- Change view

▲ BUTTON
- Use Personal Action
- Cancel (on menus)

● BUTTON
- Run
- Toggle characters' Status Screens

■ BUTTON
- Open Sub Screen
- Review enemy info (during battle)

START BUTTON
- Pause

X BUTTON
- Check/Talk
- Accept (on menus)

ANALOG MODE SWITCH
- Toggle Analog (red) or Digital (dim) mode

- These are the default button assignments. To change them, use the Button Config option in Options mode (see page 7).
- To use the Left Analog Stick, make sure the ANALOG mode switch is ON (red).
- You can also turn the vibration function for the DUALSHOCK™ analog controller ON/OFF in Options mode.
- Press the SELECT and START buttons simultaneously to reset the game and return to the Title screen.

THE PRINCESS VANISHES!

In a far-away world, two continents float, separated by a vast swamp-land. For eons, no contact existed between the two continents because ships couldn't sail across the expanse. At last, when the historic first contact was made between the two powers, war erupted!

After long and costly fighting between the Fou Empire in the west and an alliance of countries in the east, both sides exhausted all their strength and resources. With no other alternative, the two powers agreed to an armistice.

One year later, Princess Elena vanished. She had been traveling in the east from town to town, exploring battlegrounds and visiting war veterans. Her trail vanished in a small town near the front line. Nobody knew her whereabouts!

The Eastern Alliance wanted to avoid sending a large army to the front. Such a move would be a political blunder, breaking the armistice and stirring up hostilities. It became impossible to carry out a large-scale search for Elena. Time passed ... with no sign of the princess.

Elena's sister, Princess Nina, finally makes up her mind. She leaves on a journey in search of her sister – by herself.

CHARACTERS

RYU

Personal Action: Slash

The focus of this story, Ryu meets Nina while he is lying unconscious on a street in a desert town in the eastern continent. His race and native land are unknown.

Ryu has a Dragon's Eye, which empowers him amazing abilities to transform into a dragon and summon dragons.

NINA

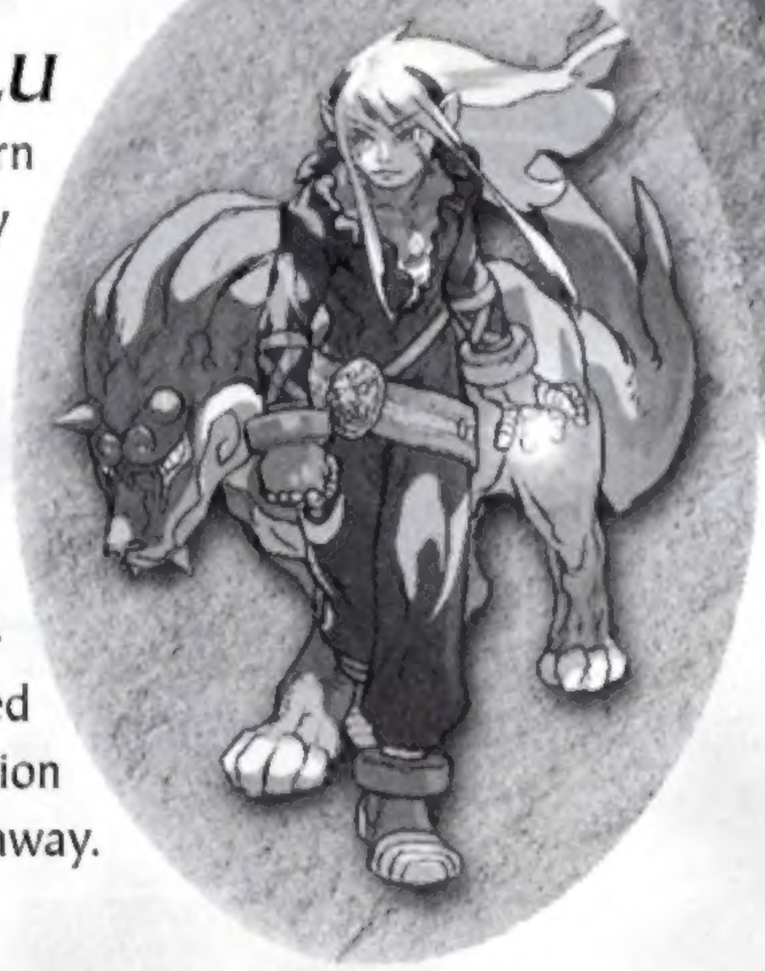
Personal Action: Jump

The princess of Wyndia, a town of the Fae tribe (winged folk). Nina meets Ryu on her journey to seek her lost sister Elena. Though somewhat naïve, Nina is skilled in ***Healing*** magic.

FOU-LU

Fou-lu unified the western continent single-handedly with his paranormal powers. He became the first emperor of the Fou Empire several hundred years ago. Despite his youthful look, he has mystic dignity.

It is said that he predicted his own resurrection as he passed away.



CRAY

Personal Action: Push

A young leader of the Woren tribe (cat people) in the eastern alliance, Cray joins Nina to search for Princess Elena, his childhood friend. He has a strong sense of responsibility and acts as the leader of the party. His high offensive and defensive abilities are very dependable.

ERSHIN

Personal Action: Ram

Ershin wears completely sealed armor to protect her from any kind of curse. Since she wears the armor all the time, no one knows her real face or background. She meets the party in a mysterious place polluted by a curse and decides to join them.

SCIAS

A mercenary soldier, Scias was hired by the eastern side during the war.

Scias becomes the party's watcher. He is very quiet and aloof from the world. Scias can perform a powerful double attack with his sword.

URSULA

Personal Action: Shoot

Ursula is a middle-class leader of the Fou Empire. She came to the eastern continent in search of dragons, and meets up with Ryu and his companions. Ursula was brought up in the military, and knows very little about worldly concerns. She is excellent at attacking with both magic and weapons.

STARTING A GAME

After loading **BREATH OF FIRE IV**, watch the intro sequence and then press the START button. The Title screen will appear. Press the START button again to begin the game.

At this point, you have a choice between starting a NEW GAME or re-starting a game with LOAD GAME.

NEW GAME

To start a new game, highlight NEW GAME and press the START or **X** button. Follow the on-screen instructions and name the main character. The game starts when you finish naming your player.

LOAD GAME

To load a saved game and resume play, you must have a memory card with saved **BREATH OF FIRE IV** files loaded in either MEMORY CARD Slot of the PlayStation game console. Highlight LOAD GAME and press the START button or the **X** button.
See page 11 for more information on saving.

GAME OVER

If the Hit Points (HP) of all your characters drop to zero in battle, your game is over.

OPTION

In Option Mode, you can adjust various settings. To enter Option Mode, choose OPTION in the Title Screen or Sub Screen.

- VIB(ration) – Turn the vibration function for the DUALSHOCK™ analog controller ON/OFF.
- DASH – When AUTO is chosen, you can dash only with the Directional buttons.
- CAMERA – Change the direction of screen rotation.
- D-PAD – Change control types to move your characters.
- MESSAGE – Adjust the speed of messages displayed on the screen.
- SOUND – Choose STEREO or MONAURAL
- BGM – Adjust volume for the background music.
- SE – Adjust volume for the sound effects.
- BUTTONS – Choose from four types to reset the button configuration.
- SCREEN – Adjust the screen position using the Directional button.
- DEFAULT – Reset all Option settings to default.

MAPS

AREA MAP

The Area Maps are drawn in 3D and include cities, villages, dungeons, etc. When on an Area Map, you can talk to other characters and encounter enemies. This is also where events occur. You can enter individual Area Maps from the World Map.

CHANGING YOUR VIEW

Change your view by pressing the L1 and R1 buttons (default). Try changing views when you're having a hard time seeing what's around you. The compass on the top left side of the screen shows how many degrees you can change your view of the area.

You can change perspective 360°.

You can change perspective 90°.

You cannot change perspective.

WORLD MAP

In the World Map, you can travel long distances between Area Maps. Move your characters to the place where you want to go and press the **X** button to enter it. As the story proceeds, you will gain access to more places.

❶ Command menu:
- ENTER – Enter an Area Map
- CAMP – Enter a Camp
- MAP – Open a larger map
- MENU – Open Sub-screen

❷ Name of the area you are in.

❸ The names of Area Maps next to the character. Move to the Area Map by pressing the Directional button.

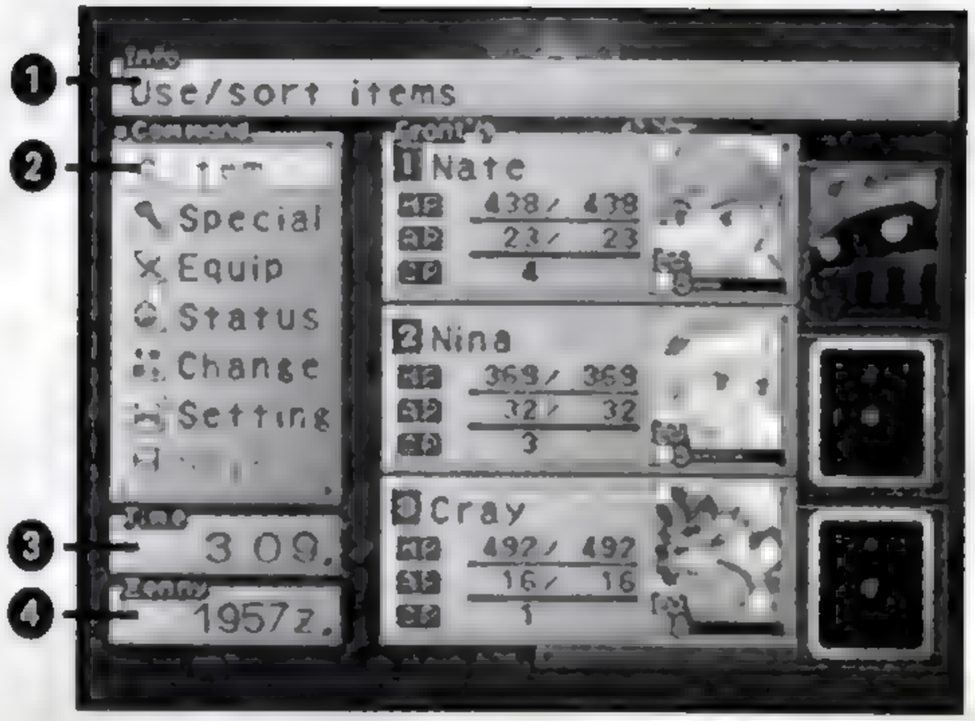
❹ Play time.

? Mark

While moving in the World Map, a **?** mark sometimes appears over your character. When this happens, you can investigate the area by pressing the **X** button. You may find a hidden route or secret items. You may also encounter enemies.

THE SUB SCREEN

In the Sub Screen, you can execute various commands. To open the Sub Screen, press the ■ button in the World Map or Area Map. Change characters with the Directional buttons ⬅/➡.



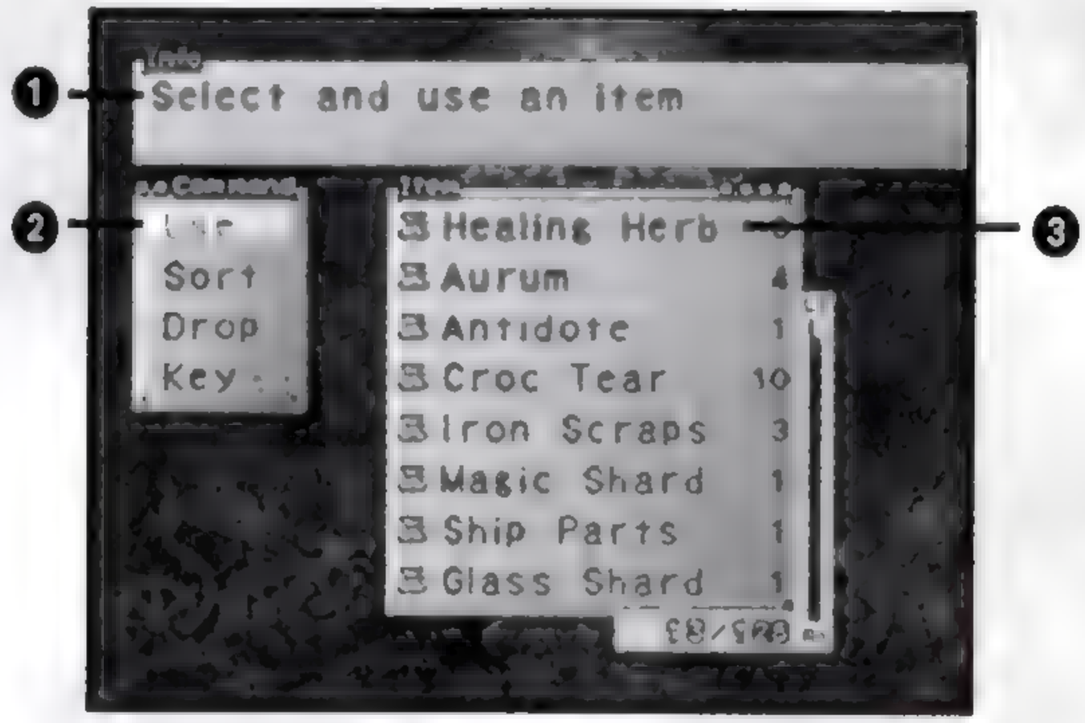
❶ INFO WINDOW – Various explanations appear here.

❷ COMMAND – A list of executable commands. Choose with the Directional buttons and press the **X** button to accept.

❸ TIME – Total play time.

❹ ZENNY – Amount of money you have.

When an item is chosen, the Sub Screen on the right is displayed:



❶ INFO WINDOW – Various explanations appear here.

❷ COMMAND – A list of executable commands. Choose with the Directional buttons and press the **X** button to accept.

❸ ITEM LIST – Toggle between four item lists with the Directional buttons ⬅/➡.

SUB SCREEN COMMANDS

ITEM

Use or organize Items. You can carry up to 99 of each item. Items include Item, Weapon, Armor, Other and Treasure items which you cannot throw away.

SPECIAL

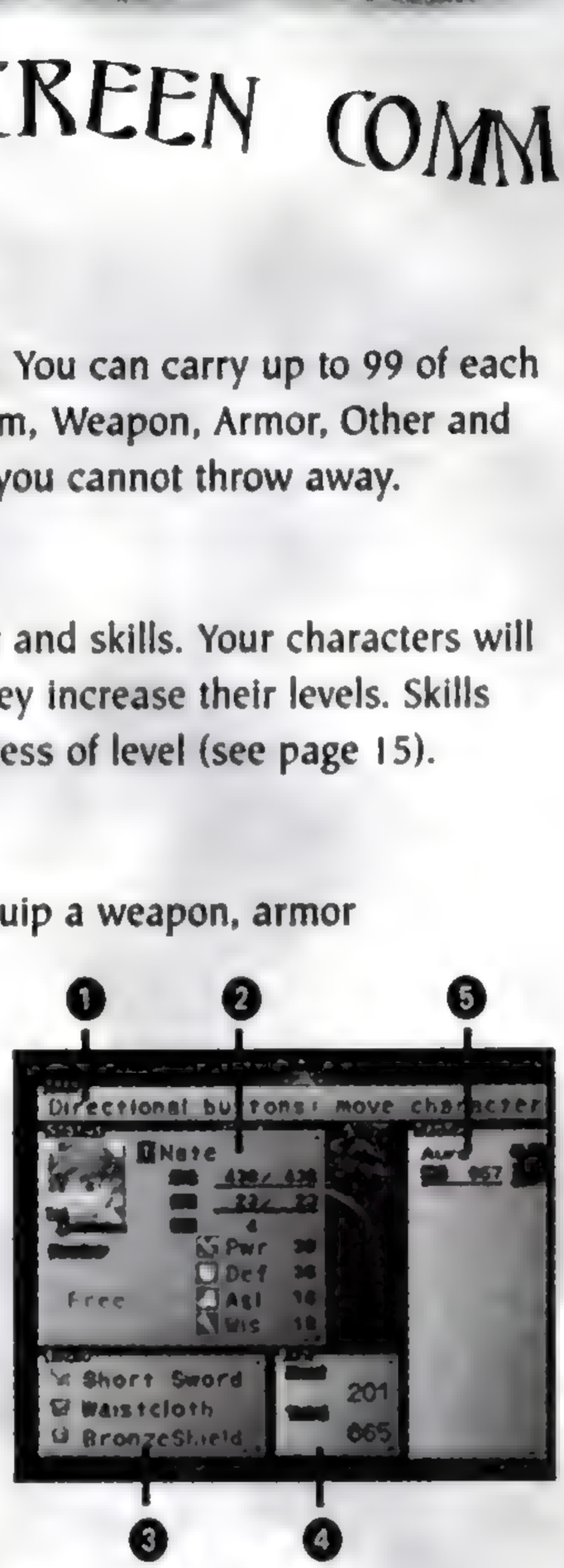
Abilities include magic and skills. Your characters will learn new magic as they increase their levels. Skills can be learned regardless of level (see page 15).

EQUIP

Each character can equip a weapon, armor and accessory.

STATUS

Check characters' status and abilities:



1. INFO WINDOWS – Display various data.
2. STATS – Display a character's statistics.
3. EQUIPMENT – Lists the character's equipment.
4. EXP – NEXT shows the experience points needed to the next level. TOTAL shows the total experience points the character has acquired.
5. DATA – Data for fighting and points acquired in mini-games (Game pts.) appear here. For Ryu and Fou-lu, a list of transformable dragons also appears here.

STATS

- LV – Character's level. When a character levels up, other stats will increase.
- HP – Character's Hit Points. When it drops to zero, the character becomes unconscious and cannot fight.
- AP – Character's Ability Points used for magic and skills (see the Magic Spells section beginning on page 20).
- CP – The amount of Ability Points recovered for each turn when the character is resting in the Rear Rank in a battle.
- PWR – Character's offensive ability with weapons.
- DEF – Character's defensive ability. The higher this is, the less damage a character takes from enemies' physical attack.
- AGI – The higher this is, the better chance the character has of moving ahead of enemies.
- WIS – This affects the character's attacking ability with magic and defense ability from enemies' magical attack.

CHANGE

Change your character order for Normal Screen and Battle Screen.

- NORMAL SCREEN – Only the Front Rank is displayed on the Area Map.
- BATTLE SCREEN – Only the Front Rank participates in battles, while the Rear Rank rests.

SETTING

Adjust various settings (see page 7).

SAVE

You can save your play data onto a MEMORY CARD (see page 11). The *Save* command is available in the Sub Screen when you enter it from the World Map.

SAVING GAMES

You can save your play data onto a MEMORY CARD. You can save by staying at an Inn, checking the Diary, entering a Camp, and from the Sub Screen when you enter it from the World Screen.

CHECKING THE DIARY

STAYING AT AN INN

- An optional MEMORY CARD is required for saving.
- This game requires one free block in a MEMORY CARD to save a play data file.
- While saving or loading, do not remove the MEMORY CARD, reset your game or turn off the PlayStation game console. This may destroy your saved data.

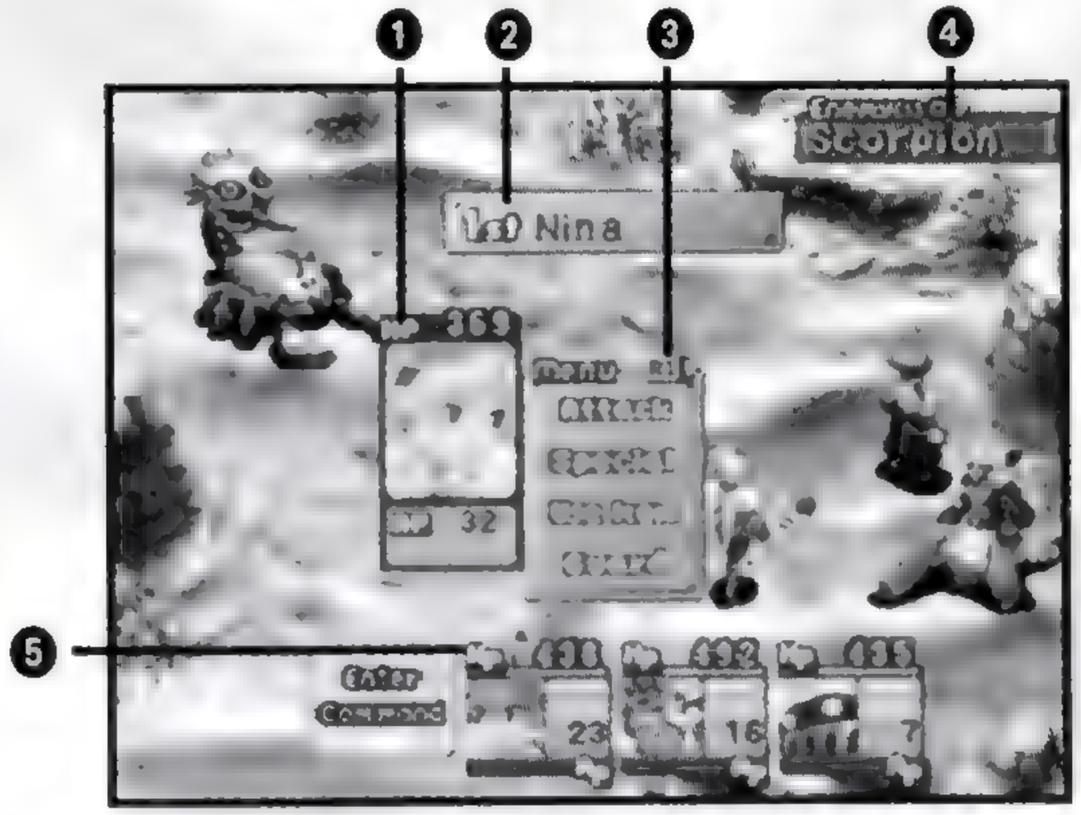
CAMP SCREEN

You can enter a camp by pressing the ▲ button on the World Screen. In a camp, you can make various preparations for your journey.

CAMP COMMANDS

- REST – Recover your character's life.
- SKILL – Change skills. It requires an Aurum to equip a skill.
- SAVE – Save your play data.
- MASTER – Change your characters' Masters (see page 17).

BATTLE SCREEN



1. COMMAND INPUT CHARACTER – Switch characters with the Directional buttons ⬅/➡.
2. ACTION PANEL – Shows the order of command input of the character. You can input up to three commands.
3. COMMAND – Choose from various options including attack, defense, etc.
4. ENEMY NAME AND NUMBER – Press the ■ button to look at information about the enemy.
5. CHARACTER STATUS PANELS – Display your party members' HP and AP.

- Press the SELECT button in the Battle Screen to open a Help menu.

If you encounter enemies while moving in the Area Map, a battle occurs. If you win, you get experience points, money, etc.

The color of the battle screen indicates the following:

- GREEN – Your characters attack first.
- BLUE – The attack order is decided by the speed of your characters and the enemy.
- RED – The enemies attack first.

BATTLE FLOW

Three characters can participate in attacking during each turn. The first three characters to input commands will be in the Front Rank; the rest will be in the Rear Rank. You can freely change the characters in the Front and Rear Ranks before each turn.

- FRONT RANK CHARACTERS – Participate in attacking.
- REAR RANK CHARACTERS – Rest and are not attacked.

A character's Abnormal status (except Poison and Incapable of Fighting) can be recovered by keeping that character in the Rear Rank for three turns in sequence.

The characters' AP will recover by the characters' CP each turn.

HOW TO ATTACK

1. **Choose the First Character to Attack.** Move the cursor with the Directional button ⬅/➡ to choose a character.
2. **Choose a Command.** Choose a command with the Directional button ⬆/⬇ and accept by pressing the **X** button.
3. **Choose an Action Target.** If you choose a command such as Attack, Special or Item, you will need to determine the target to make the action to. Select the object (enemy or your party member) and accept with the **X** button.

COMMANDS

Four types of commands are used in battles. Hold down the R1, R2, L1 or L2 button to display additional commands.

- ATTACK – Attack with a weapon.
- SPECIAL – Use Ability (magic or skill).
- USE ITEM – Use an item.
- GUARD – Reduce damage by about half when attacked. Also, you can sometimes learn an enemy's skill.
- CHARGE – Attack successively with a weapon. Cancel the charge by pressing the ▲ button.
- ESCAPE – Escape from an enemy. If the escape fails, you will be attacked.

ABNORMAL STATUS DURING BATTLE

Your characters may develop Abnormal status resulting from the enemies' special attacks or the unhealthy areas you travel through. Blindness and Mute can be cured if the character stays in the Rear Rank for three turns.

STATUS	EFFECT	CURE
POISONED	The character loses HP each turn.	***Purify***-line spells, ***Antidote***, ***Panacea***
ASLEEP	The character cannot move until the end of the battle.	***Remedy*** spell, ***Panacea***, Getting attacked, Resting in the Rear Rank for three turns
CONFUSED	The character cannot choose a target to attack.	***Remedy*** spell, ***Croc Tear***, Getting attacked
BLINDNESS	The character cannot hit an enemy as skillfully as usual.	***Remedy*** spell, ***Croc Tear***, ***Panacea***, ***Eye Drops***
MUTE	The character cannot use magic.	***Remedy*** spell, ***Croc Tear***, ***Panacea***
UNCONSCIOUS	The character cannot move until the end of the battle.	***Raise Dead***-line spells, ***Ammonia***
EGG	The character's defense becomes zero. The character gets Egg's Abilities.	After three turns, the character will return to normal and HP/AP will be fully recovered

MAGIC AND SKILLS

MAGIC can only be obtained by increasing a character's level. Magic types are dependent on the character. For example, Nina gets mainly ***Wind*** and ***Healing*** magic.

SKILLS are independent of the character's level and are obtained through earning and learning:

- A character can sometimes earn a skill from enemies by executing a Guard command.
- A character can learn a skill from a Master (see page 17).

CHANGING SKILLS

Skills can be equipped and taken off just like weapons and armor. For example, you can take off a skill from Ryu and equip it on Cray. An Aurum is required to equip skills.

Obtained skills are shared by the whole group. You can change skills in Camp. Your group cannot get the same skill more than once.

By using certain Abilities (magic and skills) in succession, you can execute a Combo. Combos significantly increase the effect of the Abilities. There are three main types of Combos: Mix Combos, Successive Combos and Additional Combos.

MIX COMBO

Each Ability has its attribute. By using Abilities with the attributes in this order; Fire → Wind → Water → Earth → Fire, etc., you can perform a Mix Combo. When a Mix Combo takes place, powerful magic with multiple attributes is performed.

SUCCESSIVE COMBO

By using Abilities of the same attribute successively, you can perform a Successive Combo. You can connect more than two Abilities of the same attribute for even greater effect.

ADDITIONAL COMBO

By using a magic or Physical skill attribute (example: Ershin's ***Risky Shot***) after a magic which causes Abnormal status (example: ***Sleep***), the second magic gets the additional effect of the Abnormal status.

- There are also other types of Combos. Try various combinations.
- A Combo can sometimes fail.

DRAGON TRANSFORMATION

Dragon Transformation is an Ability that only Ryu and Fou-lu can use. Choose ***Meditate*** from the Abilities and then choose a dragon to transform into. As you discover ***Dragon Crystals***, more types of dragons will become available to transform into.

While being a dragon, the character's status increases significantly and the character can use powerful ***magic*** and ***Dragon Breath*** attack. However, a certain amount of AP is consumed every turn.

CANCELING DRAGON TRANSFORMATION

To cancel Dragon Transformation, choose ***Revert Form*** from the Abilities. Also, when the character doesn't have enough AP to maintain Dragon Transformation or his or her HP drops to zero, the Dragon Transformation ends automatically. The dragon's HP lost during a Dragon Transformation can be completely recovered by resting at an Inn. (HP is also recovered gradually in the Area Map.)

EVOCATION

Evocation is an Ability only Ryu has. Choose ***Evocation*** from the Abilities to call a dragon to help Ryu. As Ryu meets more dragons during game play, they become available for Evocation. After evoking a dragon, Ryu must rest at an Inn before he can call it a second time.

MASTERS

As your adventure progresses, you will meet characters called Masters who are highly qualified in various skills. By becoming a Master's pupil, your character can acquire the Master's secret skills.

ENTRANCE TEST

To become a Master's pupil, your character needs to meet the conditions the Master sets. Once that is accomplished, the character is allowed to be the Master's pupil. Each member of your party can become a pupil of different Masters.

BEING A PUPIL

Depending on the Master's characteristics, your character's status increases in certain ways. For example, if your character becomes a pupil of a warrior-type Master, the character's HP will grow.

ACQUIRING SECRET SKILLS

By completing a task which the Master assigns, a character can acquire the Master's secret skill. The tasks vary from simple to difficult. The more difficult the task, the higher the skill acquired.

THE MASTER'S WILL

As a pupil, a character will sometimes follow his or her Master's teaching to perform an action in battle. For example, if the Master teaches the character to protect the injured in battle, the character will do so with high probability. This is called the Master's Will.

CHANGING MASTERS

Masters who take on your characters as pupils are added to your Scroll. You can change a character's Master by choosing the ***Master*** command in the Camp Menu. It is recommended that you choose a Master with a skill or characteristics you want to improve in the character who will become the Master's pupil.

PROPER WILL

Some characters have innate Will from the beginning of the game. For example, Nina has Cheering and Ursula has Covering Fire.

FISHING

If you get a fishing rod and lure, you can enjoy fishing at various fishing spots in the world. The fish you catch can be used not only as healing items, but also traded for items at Manilo's trade shop.

FISHING WITH THE FISHING CONTROLLER

BREATH OF FIRE IV is compatible with a fishing controller (optional). To use a fishing controller, insert it into controller port 2. When a fishing controller is inserted, you cannot use the controller in controller port 1 to fish. Additionally, the fishing controller cannot control normal game play.

HOW TO FISH

1. Enter a Fishing Spot from the World Map.
2. Select a spot to fish in and press the **X** button. (A Fishing Mark blinks over available fishing locations.)
3. Press the ■ button to display a Fishing Menu. You can equip a fishing rod and lure in the menu.
4. Determine the direction to throw the lure with the Directional button or Left Analog Stick ⬅/➡. Then determine the power by pressing the **X** button.
5. When the lure is in the water, try to lure fish by moving the Directional button/Left Analog Stick ⬅/➡ or rolling the reel. When a fish bites the lure, a battle with the fish begins.

1. Tension Gauge – Tension of the fishing string.
2. Lure/Water Depth – Shows the depth of the lure in the water.
3. Fish's Vitality – Shows how much fight the fish has.

BATTLING FISH

To catch a fish that bites the lure, it is important to decrease the fish's vitality by keeping an even tension on the fishing string.

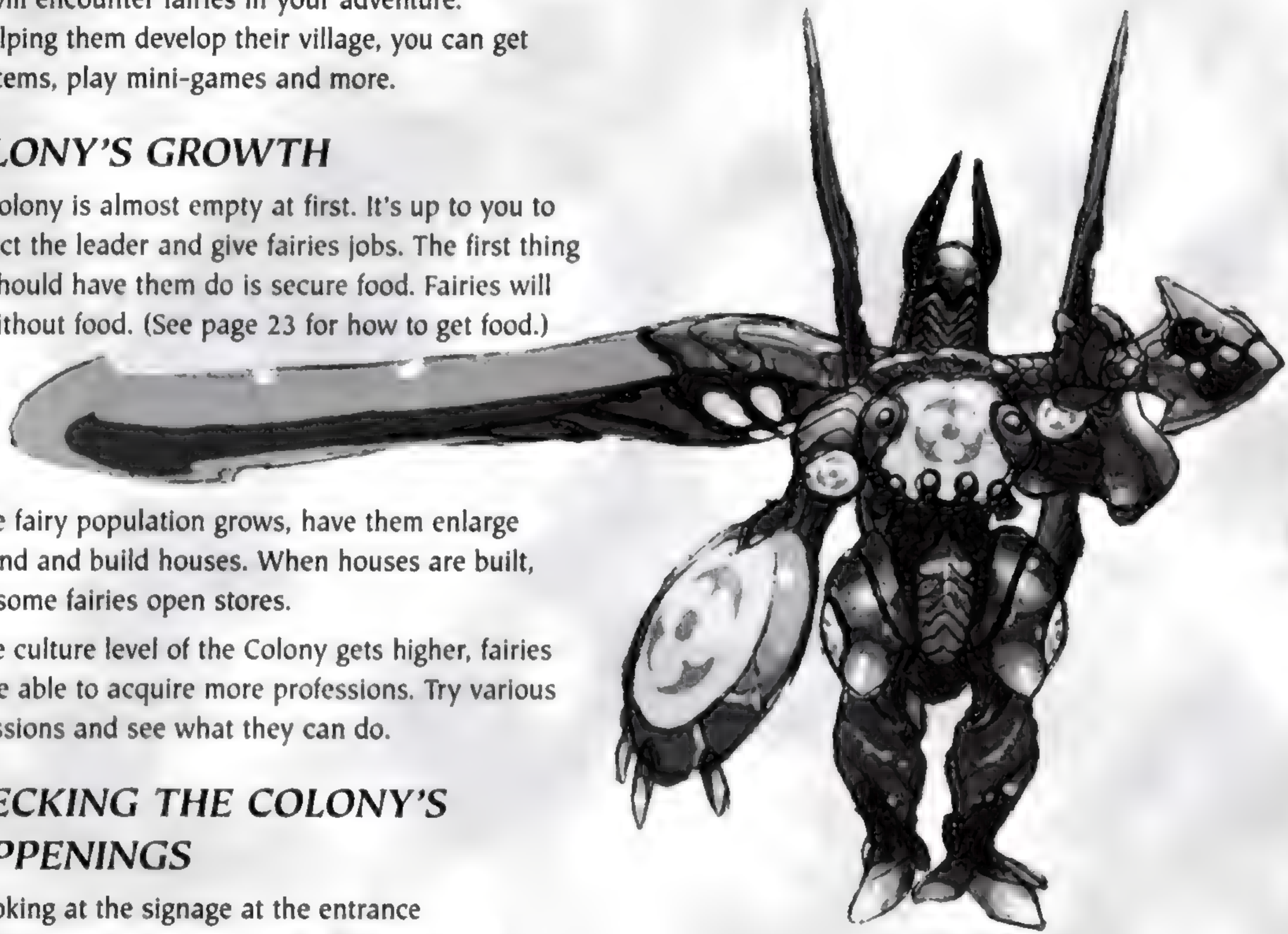
If the tension is too high or low, the fish will run. Adjust the tension gauge so it will be within a yellow frame. Increase the tension by pressing the **X** button (roll the reel) and decrease by releasing the button.

FAIRY COLONY

You will encounter fairies in your adventure. By helping them develop their village, you can get rare items, play mini-games and more.

COLONY'S GROWTH

The colony is almost empty at first. It's up to you to instruct the leader and give fairies jobs. The first thing you should have them do is secure food. Fairies will die without food. (See page 23 for how to get food.)



As the fairy population grows, have them enlarge the land and build houses. When houses are built, have some fairies open stores.

As the culture level of the Colony gets higher, fairies will be able to acquire more professions. Try various professions and see what they can do.

CHECKING THE COLONY'S HAPPENINGS

By looking at the signage at the entrance of the Colony, you can check all the happenings in the Colony since you arrived. Checking the Colony's progress frequently will help you develop the Colony more quickly.

MAGIC SPELLS

OFFENSIVE MAGIC

MAGIC NAME	AP	ATTRIBUTE	TARGET	EFFECT
Flare	3	Fire	Single	Rank 1: Minor Damage
Fire Blast	6	Fire	Multiple	Rank 2: Medium Damage
Inferno	10	Fire	Single	Rank 3: Major Damage
Sever	3	Wind	Single	Rank 1: Minor Damage
Cyclone	6	Wind	Multiple	Rank 2: Medium Damage
Typhoon	12	Wind	Multiple	Rank 3: Major Damage
Frost	3	Ice	Single	Rank 1: Minor Damage
Ice Blast	5	Ice	Single	Rank 2: Medium Damage
Blizzard	12	Ice	Multiple	Rank 3: Major Damage
Rock Blast	4	Earth	Multiple	Rank 1: Minor Damage
Stone Pillar	5	Earth	Single	Rank 2: Medium Damage
Quake	12	Earth	Multiple	Rank 3: Major Damage
Kyrie	9	Holy	Multiple	Instant Death Attack
Death	13	Death	Single	Instant Death Attack

ASSISTANCE MAGIC

MAGIC NAME	AP	ATTRIBUTE	TARGET	EFFECT
Sleep	3	Abnormal Status	Multiple	Make a target asleep
Confuse	2	Abnormal Status	Single	Make a target confused
Silence	3	Abnormal Status	Multiple	Make a target mute
Blunt	1	Down Status	Single	Lower Power by 20%
Weaken	1	Down Status	Single	Lower Defense by 20%
Slow	1	Down Status	Single	Lower Agility by 50%
Enfeeble	1	Down Status	Single	Lower Wisdom by 20%
Might	3	Up Status	Single	Raise Power by 20%
Protect	2	Up Status	Single	Raise Defense by 20%
Shield	6	Up Status	Multiple	Raise Defense by 20%
Speed	2	Up Status	Single	Raise Agility by 50%
Inspire	2	Up Status	Single	Raise Wisdom by 20%
Barrier	4	Up Resist	Single	Reduce Magical Damage by 50% for 3 Turns

HEALING MAGIC

MAGIC NAME	AP	ATTRIBUTE	TARGET	EFFECT
Heal	5	Holy	Single	HP Minor Healing
Rejuvenate	9	Holy	Single	HP Medium Healing
Restore	18	Holy	Single	HP Major Healing
Vitalize	20	Holy	Multiple	HP Minor Healing
Vigor	50	Holy	Multiple	HP Medium Healing
Raise Dead	18	Holy	Single	Cure Unconsciousness (HP is 1/4)
Resurrect	30	Holy	Single	Cure Unconsciousness (HP is Max)
Purify	3	Holy	Single	Cure Poison
Remedy	6	Holy	Single	Cure All Abnormal Status Except Unconscious
Drain	3	Death	Single	Drain Target's HP 20%
Leech Power	0	Death	Single	Drain Target's AP 20%

PHYSICAL SKILL

Risky Shot	0	Physical	Single	Critical Hit with 40% probability
Wild Shot	0	Physical	Single	Damage Multiplied by 0-2 randomly
Shining Blade	10	Physical	Single	Critical Hit with 100% probability, Scias only

FOUR-ELEMENTAL SKILL

Burn	1	Fire	Single	Rank 1: Minor Fire Attack
Eddy	2	Wind	Single	Rank 1: Minor Wind Attack
Icicle	4	Water	Single	Rank 2: Medium Water Attack
Plateau	5	Earth	Single	Rank 2: Medium Earth Attack

ADVENTURER'S NOTEBOOK

PERSONAL ACTION

Each character (except Fou-lu and Scias) has a unique Personal Action. Press the **X** button in an Area Map to perform the leading character's Personal Action. When you are stuck, remember to try various Personal Actions.

MAX HP REDUCTION BY UNCONSCIOUSNESS

If a character is unconscious at the end of a battle, the character's Max HP is reduced by approximately 10%. The reduced Max Hp is displayed in yellow. The reduced HP can be recovered by resting at an Inn, but not in Camp.

HUNTING IN A FAIRY COLONY

You can acquire food for your party and help the colony's growth by hunting. Select the ***Hunt*** command for a fairy to hunt in various places.

MONSTERS

You will encounter various monsters in your adventure. It is important to know the weakness of each monster. Try various attacks to find out the monster's characteristics.

DEVELOPING CHARACTERS EFFICIENTLY

You can develop your characters to your liking by changing skills and Masters. Consider each character's role and balance in the party and develop your characters accordingly.

1. Learn a Skill – When you encounter a new monster, try the Guard command. The character can sometimes learn a new skill. Learn from various monsters to get as many skills as possible.
2. Become a Pupil – By becoming a pupil of a Master, the character can not only learn the Master's skills, but also increase status growth depending on the Master's characteristics. For example:
   - WARRIOR UNA is a Master of the Woren Tribe (cat people). The character who becomes her pupil will grow significantly in HP, Offense and Defense. Her Will is ***Full Power***.
   - ROGUE STOLL is a Master who lives near Synesta. The character who becomes his pupil will grow significantly in Speed. His Will is ***Filch***.
3. Changing Skills – You can change characters' skills by using the ***Skill*** command in the Camp menu. Determine the skills by considering the attack order and Combo attack you want to perform. Equipping a skill requires an Aurum.

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